THE LABYRINTH OF TIME™

REFERENCE CARD FOR MACINTOSH® CD

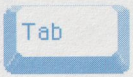
STARTING

1. Insert your CD into your CD drive. If you're not sure how to insert the CD, see your CD drive documentation. The CD's directory appears on the desktop.
2. Double-click the "Labyrinth" program icon. After a moment, the Labyrinth title screen appears, and the game begins.

NOTE: Especially for this Macintosh CD version of Labyrinth, an OPTIONS menu has been added. Use it to turn the sound on and off, and change the background pattern surrounding the Labyrinth game window.

KEYBOARD EQUIVALENTS

To skip Daedalus' introduction to the game (after the credits), press the **ESC** key. You can also use the ESC key to pull back from an image you have zoomed in on.

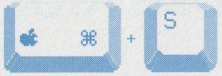


To see all the possible action areas or "hot spots" on a screen (marked with a crosshair), press the **TAB** key. To clear the crosshairs, press **TAB** again.

The following three commands can also be accessed through the FILE menu:

To quit the game, press ⌘-Q.

To open a saved game, press ⌘-O.



To save a game, press ⌘-S.

NOTE: This Macintosh CD version does not have a disk icon (used for saving a game) in the Inventory Control panel as described in the manual.

ON THE MAIN CONTROL PANEL:

Take
To take something, press **1**.

Move
To move something, press **2**.

Open
To open something, press **3**.

Close
To close something, press **4**.

Look
To look at something (zoom in), press **5**. To zoom back out, press **ESC**.

Inventory
To go to the Inventory Control Panel, press **6**.

Turn left, walk forward, turn right
To turn left, press 7.
To walk forward, press 8.
To turn right, press 9.

NOTE: You can also use the UP, LEFT, and RIGHT arrow keys to move.

Map
To look at your map, press **0** (**zero**).

NOTE: In addition to getting information on a current location, you can click on any square on the floor map and get information on a location you have already visited. Also, some special areas are represented by large white boxes on the floor maps. Click on them to get information about that location. For more information about using the map, see page 4 of your manual.

ON THE INVENTORY CONTROL PANEL:

Main Controls
To go back to the Main Control Panel, press **1**.

Use
To use something, press **2**.

Examine
To examine something in your inventory, press **3**.

Scroll Backward
To scroll backward through your inventory, press **4**.

Scroll Forward
To scroll forward through your inventory, press **5**.

CREDITS – MACINTOSH VERSION

Macintosh Implementation: Dreamer's Guild
Programming: Joe Pierce
Product Manager: Matt Wolf
Product Testing: Mike Hensley
Quality Assurance: Jon Harris

SYSTEM REQUIREMENTS

- 8-bit (256) color 68020 or higher Macintosh with 4 MB RAM (2 MB of free RAM required).
- System 7 or higher.
- Mouse
- CD-ROM drive

WE RECOMMEND:

- Double speed CD-ROM drive.

PROBLEMS WITH THE GAME?

Using virtual memory may result in breaks in the music and/or sound when the CD ROM drive is being accessed. If these breaks occur, turn off virtual memory from the Memory Control Panel.

If you experience any problems with the graphics or sound, and are using a double speed CD ROM drive, be sure the drive is set for the faster speed.

Some CDEVS and/or INITS may cause problems with the game. CDEVS (control panel devices) and INITS (initializing programs) are memory resident programs on the Macintosh that can cause problems due to memory conflict. These programs load into RAM when you boot your computer. The most popular types of memory resident software on the Macintosh are virus-checkers and screen savers.

These programs will be found in your system folder. Any files that you have added into your system folder may be loading memory-resident, and could potentially cause a memory conflict. In order to determine if you are having a memory conflict, create a temporary folder, place any unnecessary CDEVS and INITS in the temporary folder, and then restart your Macintosh. If you have System 7.0 or greater, you can avoid these programs (referred to in System 7 as EXTENSIONS) by holding down the SHIFT key while booting or restarting your computer.

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Model, memory, and configuration of your Macintosh
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- System version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact:
Electronic Arts Limited
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465.

In Australia and New Zealand, contact:
Electronic Arts Pty. Limited
P.O. Box 432
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Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

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